



ANDREA MARUCCI

Esports Specialist & Project Manager

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RELEVANT EXPERIENCES

Freelance Talent & Project Manager

Dive Esports - Monza, Italy — 2022/09 > 2022/10

- *Analyze project progress and, when necessary, adapt scope, timelines, and costs to ensure that project team adheres to project requirements.*
- *Establish and maintain relationships with appropriate client stakeholders, providing day-to-day contact on project status and changes.*
- *To coordinate internal and external resources, ensuring projects remain within scope, schedule, and defined budgets, in collaboration with project staff from various functional departments.*
- *Establish and maintain relationships with company talents supervising the execution of advertising campaigns, activities and deliverables.*
- *Partner with internal cross-functional teams to support the network talents.*

Associate League Operations Manager

PG Esports - Milan, Italy — 2019/03 > 2021/08

- *Ensure that competitive rulesets and formats are comprehensive, clear and consistently applied across all sanctioned tournaments.*
- *Manage the execution of online and live events by supervising external staff.*
- *Partner with internal cross-functional teams to support the broadcasting operations.*
- *Communicate rules verbally and in written format to resolve competitor disputes and provide insights to spectators.*
- *Forge meaningful relationships with online communities to gather feedback, identify needs and message guidelines and obligations.*
- *Provide comprehensive reports to the leadership team on feedback, issues, concerns, trends and insights within the community of competitive players.*
- *Improve satisfaction of players and teams.*
- *Manage a team of referees and IT Specialists to support the players during any kind of problem and situation.*
- *Provide Remote and Live IT Support for players to ensure the flow of every online and offline event.*

Game Staff Head & Referee

ESL ITALIA - Remote — 2016/08 > 2018/11

- Staff and League Operations supervisor for Rainbow Six: Siege PS4 and PC
- Creation and planning of Italian Rainbow Six: Siege and FIFA online ESL Play competitions.
- Live Support during Cups and Championships.
- Providing game and IT Support through Discord and the ESL Ticketing System.
- Leading planning for ESL Play cups, competitions and Referee management.
- Entering and checking match results.

EDUCATION & CERTIFICATES

Business Information Systems

I.T.C. Augusto Capriotti - Italy — 2013 > 2018

The course provides the fundamental principles regarding design and management of enterprise information systems, with particular reference to the architectural and functional features. It also describes the main methodologies for change management and business processes mapping. This course describes the main Enterprise Systems: ERP, complementary operational systems (APS, MES, WMS), informational systems for decision support and business performance control.

Esports Specialization

University of California Irvine - Remote — 2020

The Esports Management Specialization prepares students to turn a passion for gaming into a viable career. Individuals aspiring to launch or already beginning their career in the business of esports. Overview of esports will introduce learners to the roles and influences that game developers have in the industry. Learning the structures of an organization and how it builds a brand.

Certificate ID: [FN52XJ4RBCG7](#)

OIES Badge

Italian Esports Observatory - Remote — 2022 - 2023

The OIES Badge is an initiative of the Italian Esports Observatory that aims to raise the professional standards of the esports ecosystem in Italy. Through a certification, the Observatory documents the consulting skills of agencies, teams and consultants in the Esports business and marketing field, in order to identify the market operators to whom companies can turn for the development of projects.

Certificate: [OIES Badge](#)

AWARDS

- **Gillette Bomber Cup 2019** - Effie Italy Awards 2020 / Silver Trophy
- **eSerie A TIM 2021** - Italian Esports Awards 2021 / Best Italian Esports Event

SKILLS

- *HTML, CSS, JavaScript, LUA, Typescript, Angular, Bootstrap, Node.js, Discord.js, MongoDB, SQL*
- *Microsoft Office Suite, Google Suite, Windows OS, Windows Server OS, Azure, Active Directory*
- *Adobe Photoshop, Adobe Illustrator, Adobe After Effects*
- *Problem Solving & Decision Making*
- *Gamification*
- *Project Management*
- *Talent Management*
- *Digital Entertainment*
- *Esports and Gaming ecosystem knowledge*
- *Languages: Italian (Native Language), English (B2), Spanish (A2)*

A handwritten signature in blue ink, appearing to read 'Ah M.' with a stylized flourish.

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